

# Peacekeeper Rifle

## Manufacturer and Pricing Information

- Manufacturer: [NovaCorp](#)
- **Rifle:** 200 ks.
- **Bayonet:** 10 ks.
- **Battery:** 20 ks.
- **Battery recharger (5 slot):** 50 ks

*A set of rifle, bayonet, five batteries and a battery recharger can be purchased as a set for 230 ks.*

## History and Overview

Designed early in NovaCorp's existence The Peacekeeper maser rifle was designed for police forces across what was then the Empire, especially [Democratic Imperium of Nepleslia](#) – this is still the target audience despite that nations independence. Due to the high equipment turnover rate amongst the Nepleslian police forces the counsel of NovaCorp decided that NovaCorp should design and produce a cheap, easily usable rifle for their use.

The Peacekeeper is a somewhat bulky weapon utilising basic and reliable – keeping the production cost low, and as so cheap to buy, yet can last quite a while. However this also means that the power of the weapon is relatively low, although revised power cell's in the newer release have significantly increased the power cell efficiency. The power's problem is quite sufficient for the situations a policeman may encounter – where the emphasis is on incapacitation rather than killing. However given that superior and fatal force may be required the weapon is built with two firing modes: fatal and non-fatal.

## Operation and Damage

The non-fatal shot fires a maser beam of sufficient power to burn, but the effect is largely one similar to a active denial device, causing extreme pain through interaction with the neurons. It will cause burns, but they will heal fairly quickly. If the head is it usually causes unconsciousness – it can be important for someone hit in the head by a non-fatal blast to be taken to hospital in order to prevent a several day long headache. This weapon can be highly successful in riots or other civil disturbances. The battery has the power for fifty non-lethal power shots.

The fatal mode provides significantly more power – enough to injure seriously or kill. The microwaves cause deep burns, which can easily do fatal damage to internal organs or muscles – they are unlikely to kill instantly though – fast medical treatment at a hospital may save the patient as long as it is not a head shot. These are used for more serious situations where there is no option but to resort to lethal force. The battery has the power for twenty lethal power shots.

The weapon is also designed so the butt of the rifle can be used as a club, and a bayonet can be attached to the front, flitting in to a slot under the barrel.

## OOC Notes

This article was created by [Zakalwe](#). It was approved by [Wes](#) on December 1, 2006:[Approval Thread](#)

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

[https://wiki.stararmy.com/doku.php?id=corp:novacorp:peacekeeper\\_rifle](https://wiki.stararmy.com/doku.php?id=corp:novacorp:peacekeeper_rifle)

Last update: **2023/12/21 00:57**

